

Warlock

Walk Softly and Carry a Big Scepter

Forget about that nap. Turn off the TV. Put away the potato chips. The Karna, that precious jewel which grants its possessor infinite power, has been stolen.

To recapture it you'll face unfriendly ghosts, winged rodents, fire-breathing zombies and chomping piranhas. Be prepared. The Underworld is not place for a couch potato.

Your quest will take you through twenty levels of clammy ruins, infested cemeteries and dangling skeletons. Equipped with only your wits and your scepter you'll defend yourself from as motley an assortment of ghouls, goblins and gobbling gargoyles as ever stalked a computer screen. Along the way you'll locate the eight magical objects that will guide and assist you. And you'll need all the help you can get. Because there at the earth's core you'll meet and do batthe with HE who has stolen the Karna. His evil is unspeakable. His power unimaginable. his name, unpronounceable. And he doesn't negotiate.

This journey is not for the faint of heart. Or the faint of stomach. You'll acutally hear scurrying spiders, slithering snakes and skulking spirits. You'll see the full color graphic reporduction of havoc, destruction, mayhem and devastation. Besides, the weather down there is terrible. But you have no choice. You alone have been selected. The fate of the world hangs on your joystick.

Have a nice day.

You can play WARLOCK on an Amiga Color System with at least 512K, one disk drive and a joystick.

Errata To Warlock Amiga User's Instruction Card

Dear Amiga Owner,

Please note the following corrections to your user instruction card:

1. If your Amiga has an external disk drive, you will need to power off your computer and disconnect the disk drive before starting Warlock.
2. If you use the keyboard control rather than a joystick, the "Space Bar" will make the Warlock fire.
3. The "P" or "Return" key will pause the game.

Thank you,

Three-Sixty Pacific, Inc.

STARTING WARLOCK:

Start your Amiga with your Kickstart disk. When the Workbench disk icon appears insert your Warlock disk. (The Workbench disk is not needed.) Double click on the WARLOCK icon. Press any key to advance through the opening screens.

BACKUP COPY:

Each registered owner of WARLOCK may purchase one backup copy for \$7. In Canada, one backup copy may be purchased for \$10 (U.S. Currency). California residents please add 7% sales tax. Checks or money orders should be made out to Three-Sixty Pacific, Inc. This copy is for backup purposes only and is not for resale. Your backup disk is covered by Three-Sixty's limited warranty.

ABOUT WARLOCK:

WARLOCK consists of 20 different levels, with each level increasing in difficulty. Your goal is to re-capture the stolen "Karna". the precious jewel of the Underworld. Your only defenses are your vitality, power, and objects you find along the way. Your mission is to collect eight magical objects that are hidden among the 20 screens. As you collect the objects, they will appear in the upper right portion of the screen. Only after you have collected all eight objects, can you attempt to re-capture the Karna. Its thief is known only as the evil HE.

CONTROLS

During game play, you may select either joystick or keyboard control by pressing one of the following keys:

- 0 - Keyboard control
- 1 - Joystick control from Port 1
- 2 - Joystick control from Port 2

KEYBOARD CONTROL

Left and Right Cursor keys.....makes the Warlock walk left and right
Cursor Up key.....makes the Warlock jump up
7 & 8 keys on numeric keypad...makes the Warlock jump left or right
Shift or Alternate keys.....pressing any one of these makes the Warlock fire
Space Bar.....makes the Warlock fire
Cursor Down key.....moves the Warlock between the upper and lower parts of the screen. (This only works when the Warlock is standing on a grey tile, in front of a ladder, or in front of any entry way.)
P or Return key.....pauses the game

JOYSTICK CONTROL

0 Fire Button Makes the Warlock fire

Jump Up
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Jump Left Jump Right

Move Left Move Right

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Move to Upper or Lower Lever

(You can move the Warlock between the upper and lower parts of the screen when you are standing on a grey tile, in front of a ladder, or in front of any entry way.)

DIFFICULTY LEVEL

Choose a difficulty level by pressing one of the following keys:

- F1 - Lesser Wizard: Start with 5,000 Vitality Points and 4,000 Power Points
- F2 - Wizard: Start with 3,500 Vitality Points and 3,000 Power Points

F3 - Master Wizard: Start with 2,000 Vitality Points and 2,000 Power Points

PAUSE

You may pause the game at any time by pressing the Space Bar. Press the Space Bar again to resume play.

QUIT

Press the ESC key at any time to quit your current game.

PLAY AGAIN

If the Warlock dies or you press the escape key, you will be asked to play another game. Press the "Y" key to play again, or the "N" key to exit the program.

POINTS

For each "Bad Guy" the Warlock destroys, you will gain the number of points shown on the screen. Sometimes "Bad Guys" will leave you gifts. Pick them up to increase your score and gain Vitality, Strength, and Armor points. Each of these treasures will affect you in a different way.

Treasure Chest:	+500 points
Magic Book:	+250 Power Points
Protecto Scarab:	+1% Armor Points
Vitality Potion:	+500 Vitality Points, +5% Armour Power, +250 Power Points
?:	Unknown treasure

HINTS

Always keep an eye on your Vitality Level. If the Vitality Level reaches zero, you will die. Try to shoot the "Bad Guys" before they get you. If they reach you first, you will lose Vitality points. Some "Bad Guys" may cause a "freezing" or "stunning" effect if you are caught with your guard down. One more caution - be very careful when traveling between levels - evil lurks around every corner. May the Lords of Light protect you on your quest.

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Warlock docs brought to you by The Southern Star.